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**Carter et al.**

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(54) **MULTIMEDIA SYNCHRONIZATION  
METHOD AND DEVICE**

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MAX-MMS Multimedia Server, AMX Corporation.

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**G06F 15/16** (2006.01)

(52) **U.S. Cl.** ..... **709/248; 709/237; 725/135; 707/201**

(58) **Field of Classification Search** ..... **709/248, 709/237; 725/135, 136; 707/201**  
See application file for complete search history.

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(57) **ABSTRACT**

A system and method for synchronizing a multiplicity of devices in a multimedia environment is described. The system has at least one central storage and interface device, wherein audio, video, and photographic information including content information and content management information, relating to at least one user, are stored in digital form. The system further has a plurality of zones each having a zone specific storage and interface device being capable of storing or interfacing with information stored in the central storage and interface device, wherein audio, video, or photographic information, relating to at least one user, contained within each one of the plurality of zone specific storage and interface devices and the central storage and interface device, are updated in relation with other zone specific storage and interface devices and the central storage and interface device. This results in the at least one user can be situated at anyone of the zones and access substantially identical audio, video, and photographic information related to the at least one user. The method includes providing the plurality of devices, providing the plurality of zones, determining whether a current synchronization point exists, if a previous synchronization point exists, receiving information from a server, if a previous synchronization point does not exist, sending information to a at least one client by a host, wherein the at least one user is disposed to have control, determining what information is needed by the at least one client, and establishing the resultant state as a synchronization point.

**15 Claims, 6 Drawing Sheets**

